PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2000 706752 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE [OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE OR BASIC FEE FOR **BASIC FEE** NUMBER FILED NUMBER EXTRA 355.00 710.00 TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X40= X80= OR MULTIPLE DEPENDENT CLAIM PRESENT +135= +270= OR * If the difference in column 1 is less than zero, enter "0" in column 2 **TOTAL** TOTAL OR **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY OR **SMALL ENTITY** (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER **PRESENT** EN TIONAL RATE RATE TIONAL PREVIOUSLY AFTER **EXTRA AMENDMENT PAID FOR** FEE FEE AMENDM Total Minus 44 X\$ 9= X\$18= 1 **&** z: OR Independent Minus *** XB0= X40= 86 OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-0 REMAININĠ NUMBER PRESENT RATE TIONAL RATE TIONAL ENDMENT AFTER **PREVIOUSLY EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Minus Independent AME X40= X80=: **OR** FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135 =270= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST REMAINING NUMBER ADDI-ADDI-**PRESENT** AMENDMENT TIONAL **AFTER PREVIOUSLY** RATE TIONAL RATE EXTRA **AMENDMENT PAID FOR** FEE FEE Total Minus X\$ 9= X\$18= OR Minus Independent ---= X40= X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= QR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL

"If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

ADDIT. FEE

ADDIT. FEE

Application or Docket Number